

FIG 1.

Abstract CompositingOperator Interface

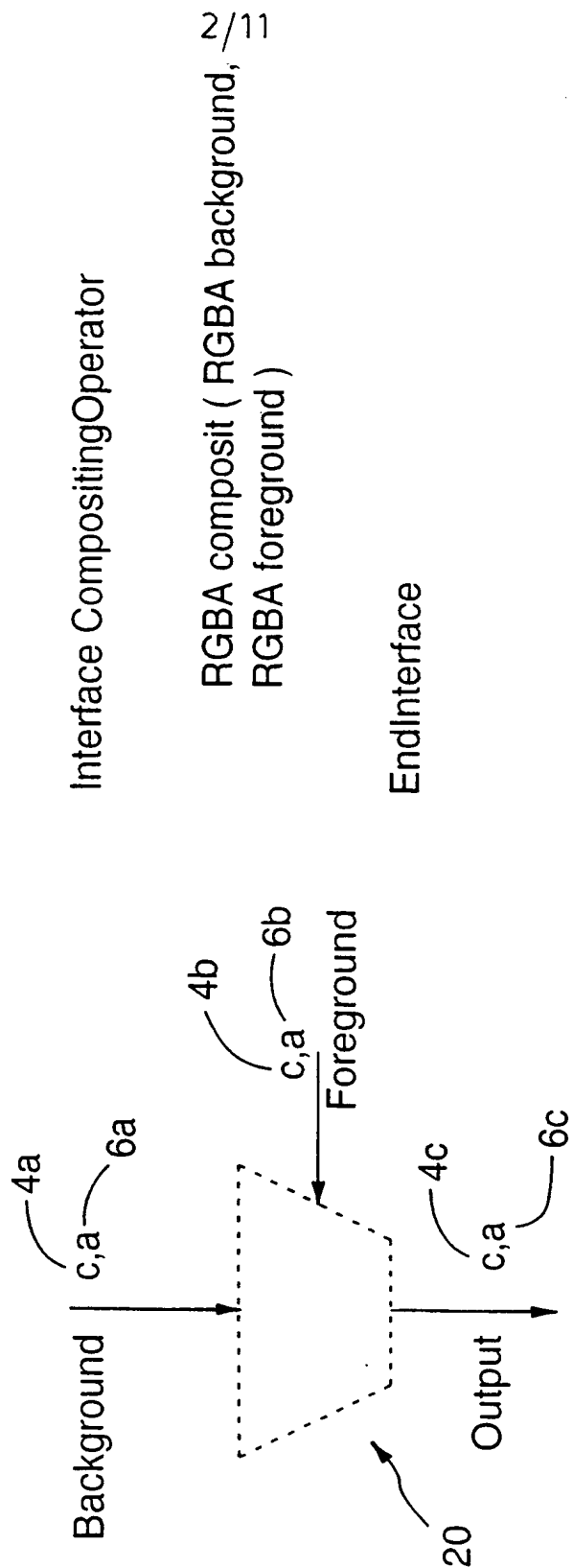
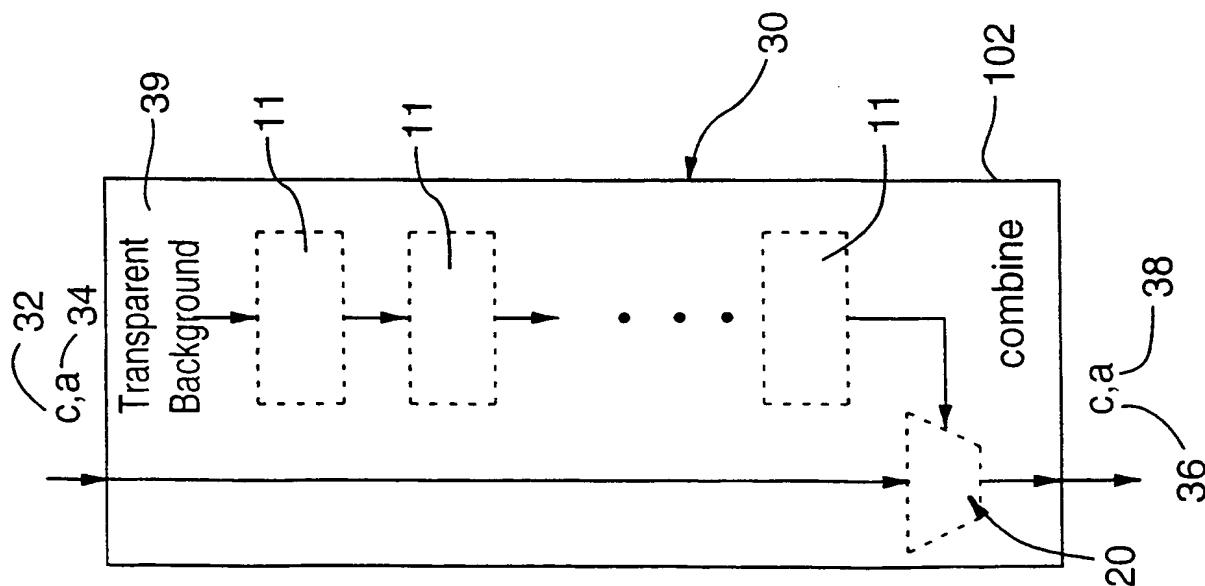


FIG.2

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## Concrete RenderLayer Class



- Implements RenderObject Interface
- Contains a list of RenderObjects.
- Contains its objects by feeding each one's output as input to the next one.
- Passes in a transparent background as input to the first contained object.
- Combines its input with the output of the last object using an arbitrary compositing operator.
- Outputs the result of the compositing operation.

FIG.3

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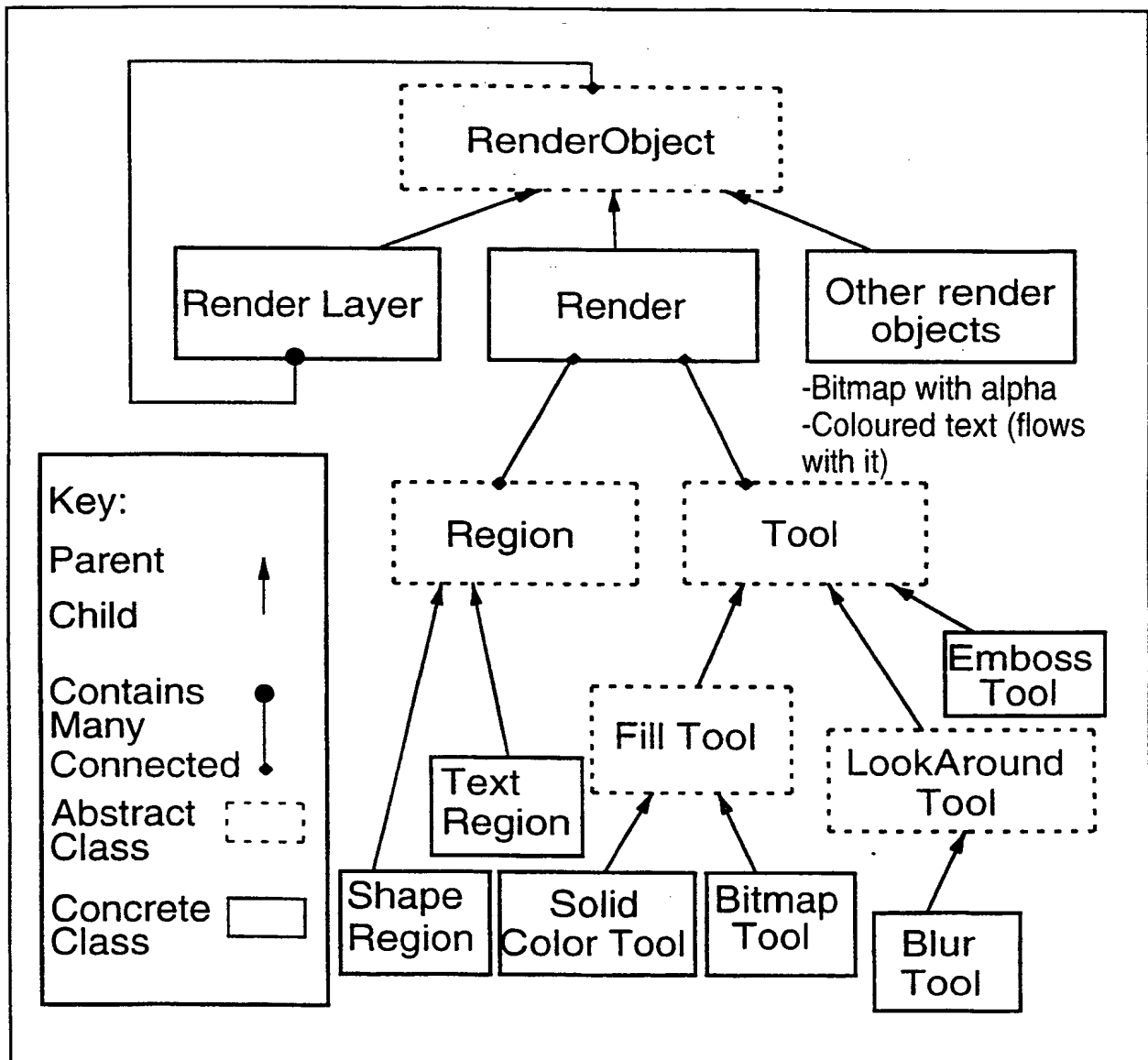


FIG.4

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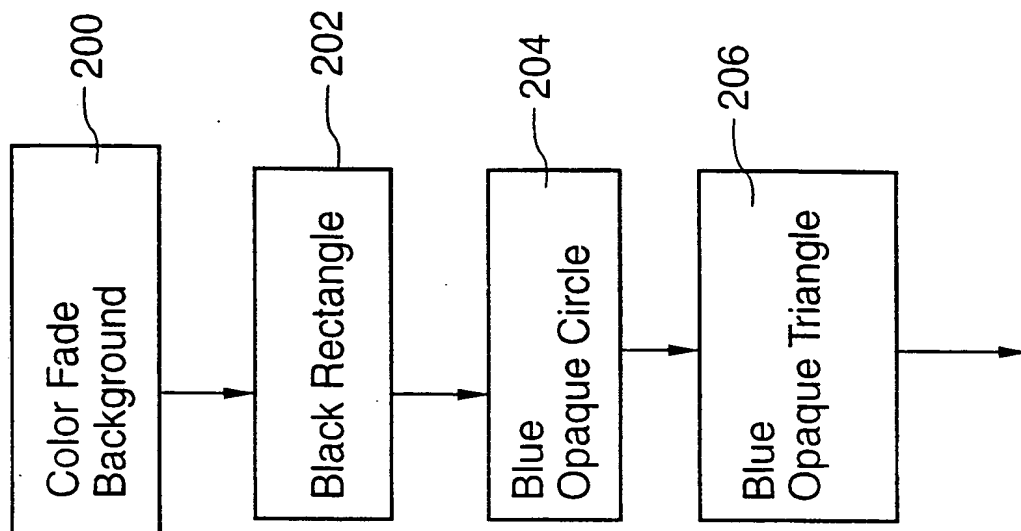


FIG. 5B

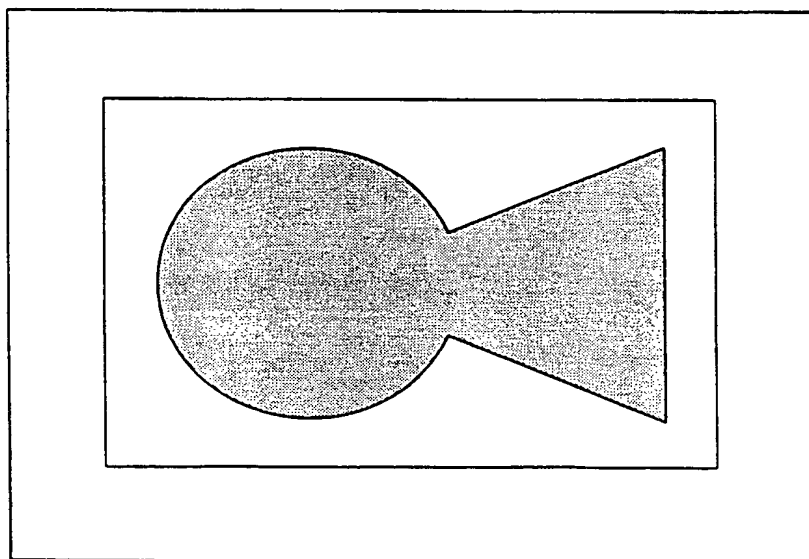


FIG. 5A

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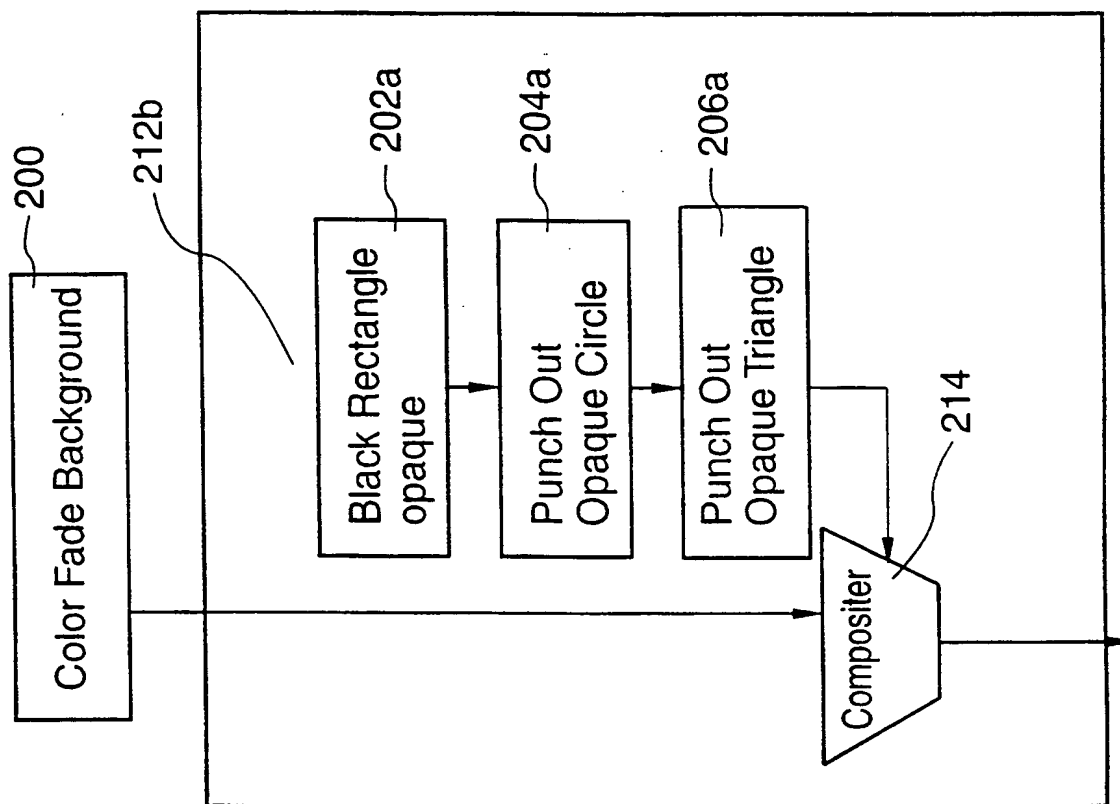


FIG.6B

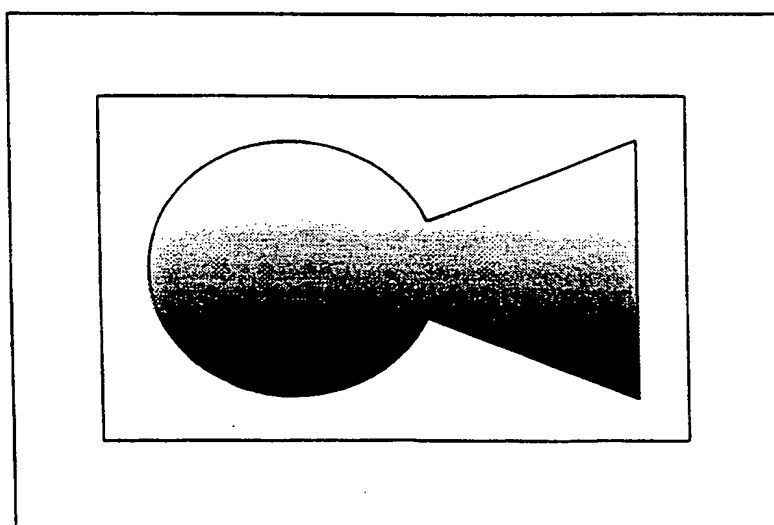


FIG.6A

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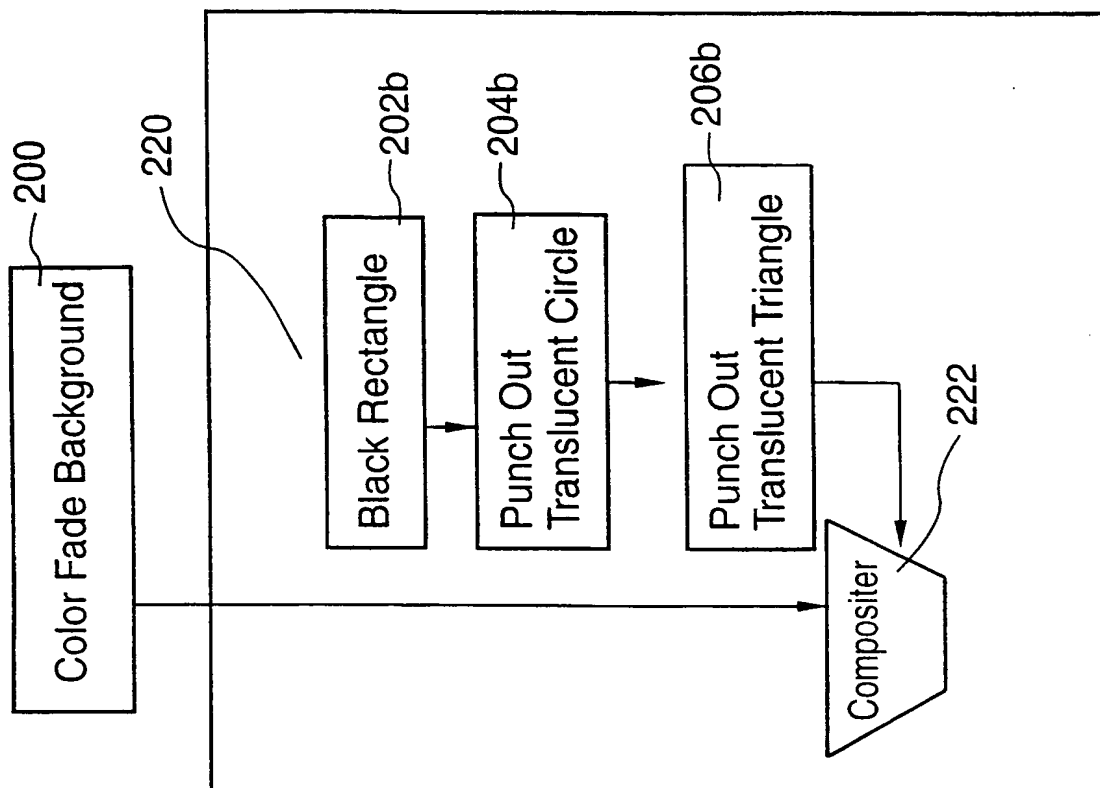


FIG.7B

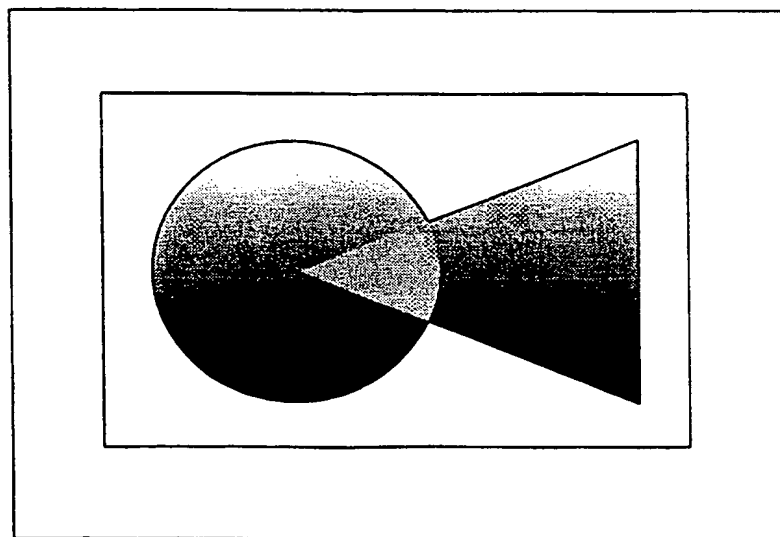


FIG.7A

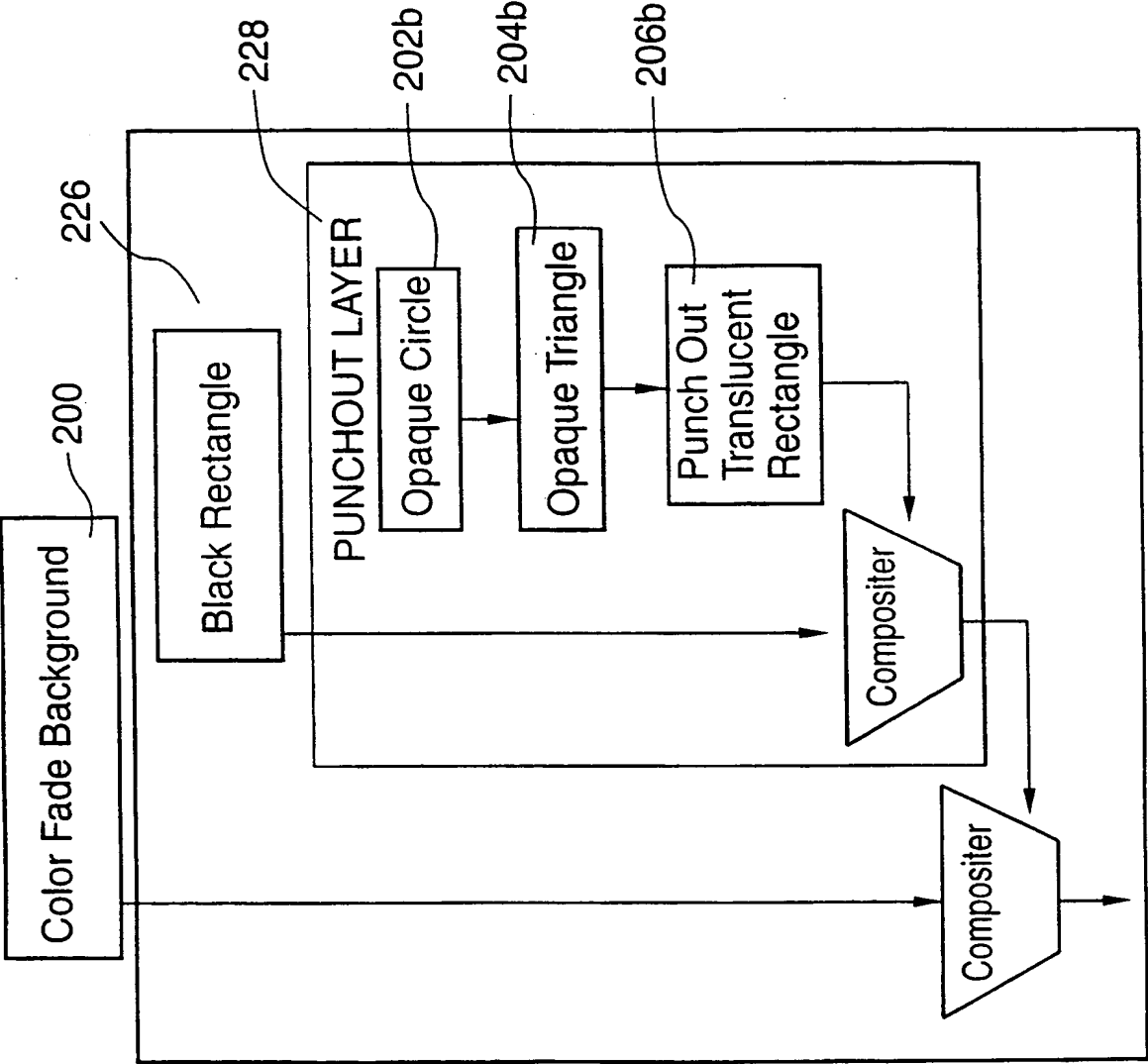


FIG.8B

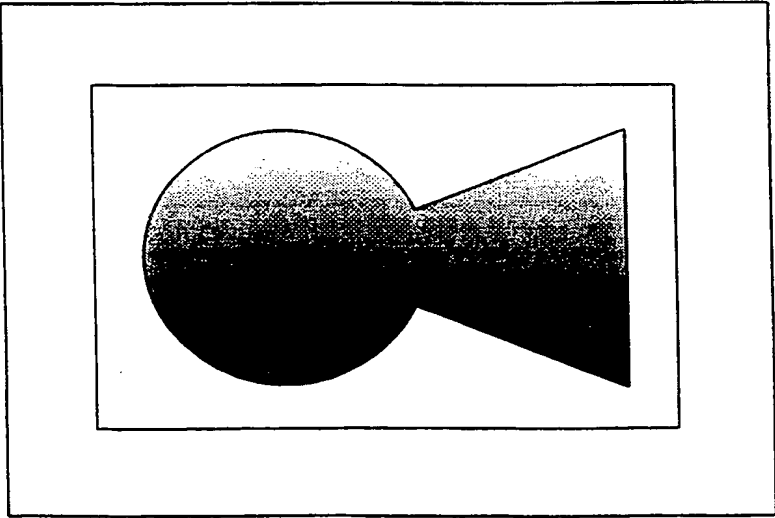
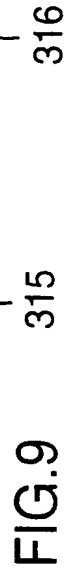


FIG.8A





**FIG. 10**

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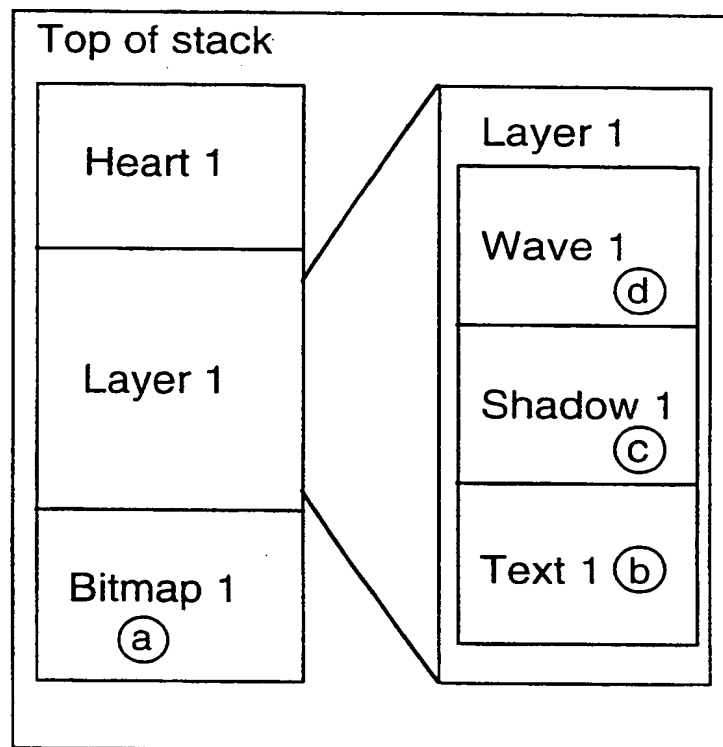


FIG.11

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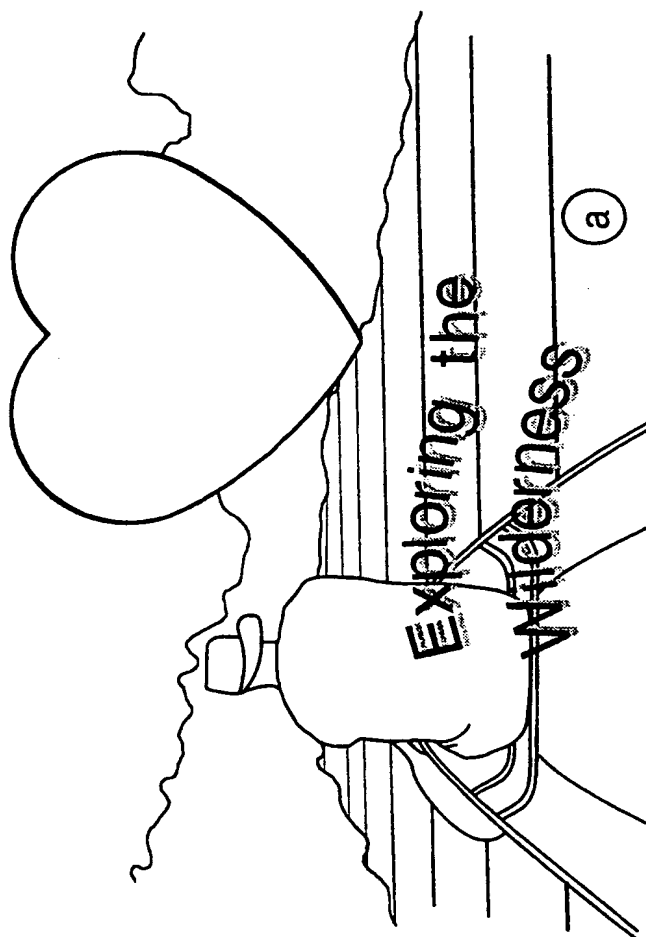


FIG.12

b

Exploring the  
Wilderness

c

Exploring the  
Wilderness

d

Exploring the  
Wilderness

FIG.13